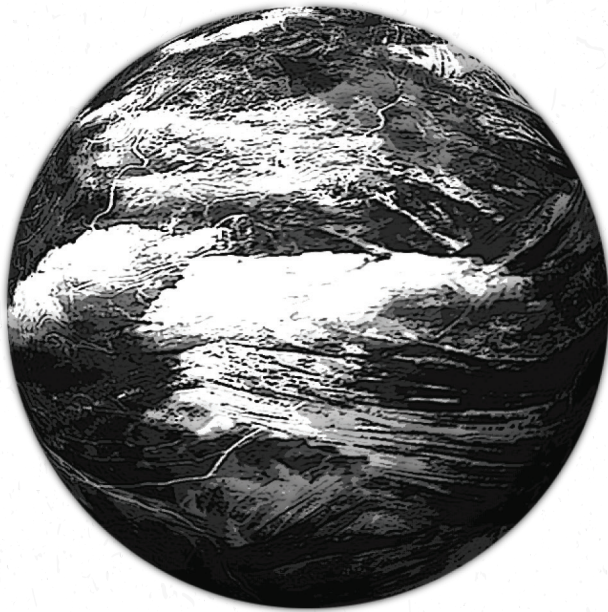


Claiming Arcticonus Prime

2018 Tournament Event Map and Rules for Patrol: Angis



Arcticonus Prime

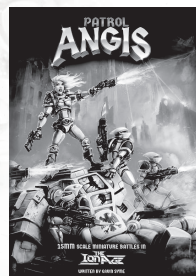
System: Arcticonus
Size: +0.1
Atmos.: Neutral
Star: Yellow
Population: <250,000

The Arcticonus system sits in an extremely contested area of the galaxy. Situated on an intersection of each of the major factions of the Prydian civil war, as well as being within well noted travel paths from beneath the galactic plane used by the Shia Khan, it has seen its fair share of visitations, invasions, and bloodshed.

Conflict is attracted mostly to Arcticonus Prime, where there are vast under ground deposits of a variety of important ores needed for war efforts of every kind. There is little wonder that each power does it's best to hold the planet, though none do for long. If there is one unstated rule of these conflicts, it is that the ore pits and machinery are never to be damaged. Every damaged machine or bombed pit just adds more expense to controlling the world.

Once again, as the various wars rage across the cosmos, the need for resouce has become overbearing and kingdoms and empires turn their eye Articonus System to reap its abundance...

You may use rules from the following sources to compete in this event:



All
PDF ONLY
Factions

Vehicles are limited to ISV size only.

Rules from Callsign: Taranis will NOT be in use unless otherwise stated.

Operation: Hephaestus

There is nothing quite like the landing of a portable castle, Julian thought as the rumbling beneath his feet increased. Some meters below him, gigantic counter-thrusters were fighting against the gravity of Arcticonus Prime, slowing their descent from their orbital drop. This wasn't his first time deploying from orbit, but this was the farthest he had ever been from his home system.

Around him, strapped tightly into their drop harness' were the men and women of the 32nd Prydian Muster Battalion, colloquially known as the "Bloody 32nd". The unit patch was displayed on every shoulder he could see, and upon the door of their mobile barracks; a grim reaper with a bloody scythe, below that was the platoon's motto "They'll pay their due, to Thirty-two".

Julian leaned back as far as he could and closed his eyes. Sarge had gotten them though worse than this. A lot worse. This time though, he wouldn't be alone. Noble Retained and Dysteria shared this portable castle with them along with a battalion of the revered Duxis Battlesuits. The thought if those mighty battle machines put him somewhat at ease as the rumbling began to lessen.

The lights in the room suddenly went yellow; the castle had landed. The harnesses burst upwards, releasing the Muster from their restraints. Sarge called for weapons check, before hitting a button on the wall, giving Command the "ready" signal. Julian took a deep breath, "Here we go."

Game Conditions

Game Type: Capture Point
 Points Limit: 2000
 Total Turns: 6
 Win Condition: Victory Points

Victory Points

- 1) Have a Secured Resource Point at end of turn 6 **2 pts** per Resource Point
- 2) Have 50% of your starting total DMR at the end of turn 6 . . . **4 pts**
- 3) Wipe out enemy force. **4 pts**
- 4) Kill Enemy Commander **2 pts**

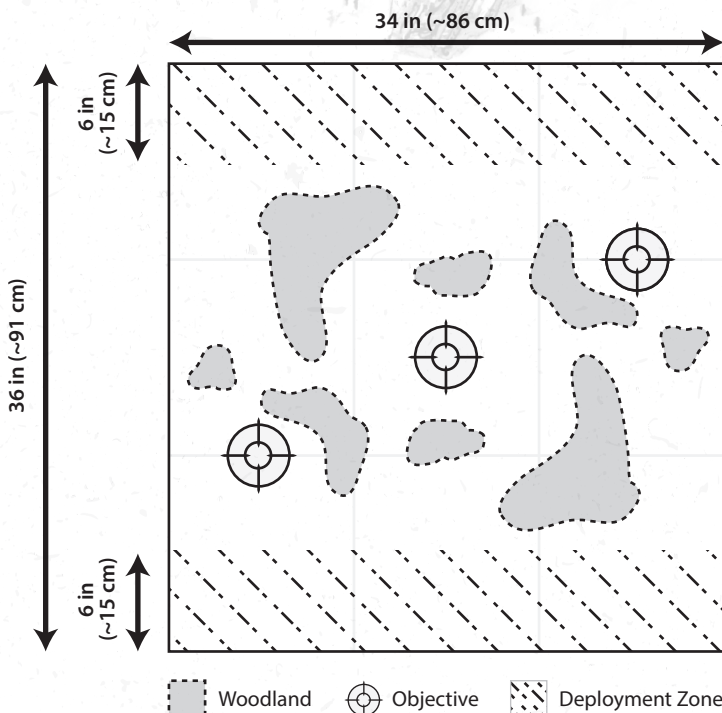
Special Rules

Secure Objective (Action)

Any unit within **4 cm** of a Resource Point may spend **1** action token to secure that Resource Point. You **MUST** spend the action in order to claim the Resource Point Victory Condition.

Magnetic Flux

The area around the Resource Points are in a constant state of magnetic flux due to both the ore, and mining techniques utilized. Units within **4 cm** of a Resource Point are given a **+1 Cover Save** bonus.



It's not about the prize, it's about the prestige.

To fight, to bleed, to die, all in the name of victory over our foe. To either stand and say 'I was there', or to die knowing that you and yours gave all that you are for the cause.

Now don your armor and prime your weapons, for today, you will prove if you are truly worthy of them.

Tournament Rules

Registration

- All tournament players must register for the event before match making begins. Please fill out the form entirely and legibly, then turn it over to a tournament staff member

Army Lists

- Army lists must be either the official army list sheet provided by The Ion Age or by the tournament. Army lists must be legible and written in ink, or printed Army lists must be submitted to a member of the tournament staff in advance at the same time as registration
- Any errors in points value must be corrected prior to match making.
- At any time during a game, your opponent **MAY** look at your army list to confirm that you have a thing you are claiming to be using. The player has 30 seconds to look over this sheet
- For this event, any rules from or that utilize the rules layed out in Callsign: Taranis will not be used, with the following exceptions:
 - **Linked Weapons** (Such as dual weilding pistols, *pg.29*)
 - **Equipped Shield** (Duxis Battle Suits, *pg.41*)

Weapons on Miniatures

- Some miniatures are sculpted without standard weapons (one of the Shia Khan Loaders, for example, does not have a rifle). All 'standard issue' (ie: not support) weapons may be purchased for your squad even if they are not represented
- You **MAY NOT** claim a model with a sculpted support weapon has a standard issue one, and you may not claim a standard issue is a support weapon
- Special weapons of any kind should be considered "What You See Is What You Get", (this includes close combat weapons and pistol weapons)

Proxy Miniatures

- Some miniatures are not available at this time from ThelonAge.com, miniatures not currently in production may be proxied with models of a similar appearance to what is described in the rulebook/pdf.

Map and Terrain

- The map and terrain will be pre-set by the tournament staff. While trees may be moved within their forest templates, the templates may not be moved
- Templates and Resource Points moved must be reset by tournament staff
- Intentionally repositioning a terrain template or Resource Point will be considered a knowing attempt to cheat

Gameplay

- Before the game begins, you will be issued an AAR sheet.
- Deployment will be determined by initiative roll. Winner chooses to deploy first or second
- Turn 1 will begin with an additional Initiative roll and continue
- Games will last 6 turns
- At the end of turn 6, consult the Victory Points on the Operation: Hephaestus sheet.
- Mark down your name, your opponent's name and fill out the points scored on the AAR sheet
- Turn this paper over to a member of the tournament staff
- After all games are concluded, the next match ups will be announced

Game Questions or Issues

- For simple "does it make it" questions, resolve the issue by 'roll off', the outcome favors the high roller
- Any further questions or concerns can be directed to a member of the tournament staff
- Tournament staff rulings will be considered the defacto ruling for the game in progress

Ejection

- Knowingly cheating in any way will result in immediate ejection from the tournament
- Poor sportsmanship will result in immediate ejection from the tournament
- Ejection is at the determination of the tournament staff

The Golden Rule

- Remember that the tournament, and its players, are here to have fun playing an awesome game
- If any issues arise for any reason other than what has already been discussed, please speak to a member of the tournament staff

